REMARKS

Applicant respectfully requests reconsideration and allowance of the subject application. Each of the independent claims 1, 13, 29, 55 and 70 has been amended hereby.

Rejections Under 35 U.S.C. § 103(a)

Claims 1-13, 55-61 and 70-83 stand rejected under 35 U.S.C. §103(a) as being obvious over U.S. Patent No. 6,599,194 to Smith et al. (hereinafter "Smith") in combination with U.S. Patent No. 6,043,818 to Nakano et al. (hereinafter "Nakano"). Claims 22-30, 35-43 and 62-67 stand rejected under 35 U.S.C. §103(a) as being obvious over Smith and Nakano, and further in view of the Saga Dreamcast User Manual (hereinafter "Sega"). These rejections are respectfully traversed.

Smith discloses:

> An existing video game system is modified to include additional communication and storage capability via a modem and hard disk drive. The modification may involve the use of an expansion device coupled to a video game system port. A cable TV tuner is also included in the expansion device to assist in providing a unique picture-in-picture video capability. TV signals are coupled to the expansion device via the RF input from either cable TV or off-air signals. These RF signals are blended with the output signals from the video game system. A user may, for example, watch TV while viewing overlay information from the video game console. A user may receive a TV channel guide downloaded via the Internet, spot a program which the user desires to view and immediately access, via an IR input, the desired channel through the expansion device TV tuner. A user may also watch TV while simultaneously logging onto the Internet. A hard drive permits downloading from the Internet of entire games.
> (Smith Abstract).

As discussed below, the game system enhancement described in **Smith** does not disclose the elements of the claims in the present application.

As amended, **Claim 1** of the present application recites:

> A game console, comprising:
> a memory;
> a processor coupled to the memory; and
> a console application stored in the memory and executable on the processor, the console application presenting a user interface to facilitate access to multiple different media types associated with a plurality of different media sources, wherein each of the multiple different media types has an associated graphical element in the user interface, and wherein each of the multiple different media types has an associated menu that is displayed upon selection of the associated graphical element in the user interface, *each associated menu including at least one menu item having an associated media that corresponds a media type associated with a corresponding one of the associated menus, the menu items listed in the associated menus automatically based on a media type associated with a given associated menu*. (Emphasis added.)

Although Smith mentions a user interface, Smith fails to disclose the specific features of the user interface recited in amended claim 1. In particular, Smith does not disclose "associated menu including at least one menu item having an associated media that corresponds a media type associated with a corresponding one of the associated menus, the menu items listed in the associated menus automatically based on a media type associated with a given associated menu", as recited in claim 1.

The Office Action cites several portions of Smith as support for the user interface recited in claim 1. In particular, the Office Action cites "Figure 4, Column 1, lines 17-18, Column 2, lines 34-38, Column 3, lines 40-46, and 54-67, and Columns 22, 23, 25, lines 3-22." See last sentence of paragraph number 2

(page 4 of Office Action). These cited portions of Smith do not disclose the elements of claim 1.

For example, Column 22 of Smith mentions a user interface 350 (shown in Fig. 10) and states that the user interface "permits a user to select features provided by the application manager 352. The user interface therefore presents to the user a set of selectable operations." (Column 22, lines 59-61). The discussion in Smith continues to Column 23, which discloses communication applications 354, offline applications 356, and file manager 360. This discussion fails to provide any specific details regarding the user interface.

Column 25, lines 3-22 of Smith discloses a display that shows various user options. This portion of Smith mentions that "the user will have the option of choosing an Internet browser, any games that have been loaded on the hard drive 206, and a range of selectable application programs…." (Column 25, lines 8-10). Although this portion of Smith mentions options displayed to a user, the cited language does not disclose any further details regarding the user interface. Accordingly, Applicant submits that the portions of Smith cited in the Office Action as supporting disclosure of a user interface fail to disclose the elements of claim 1 as amended herein.

In particular, the portions of Smith discussed above fail to disclose a user interface that provides access to multiple different media types associated with multiple media sources. Further, Smith does not disclose a user interface in which each associated menu includes at least one menu item having an associated media that corresponds to a media type associated with a corresponding one of the associated menus, the menu items listed in the associated menus automatically

based on a media type associated with a given associated menu. Thus, the Smith reference fails to disclose the elements of amended claim 1.

The Office has relied upon **Nakano** to remedy the deficiencies of the Smith reference. Applicant respectfully submits that Nakano does not remedy the deficiencies of the Smith patent.

Nakano discloses a graphical user interface that displays a three-dimensional icon with a background image. The 3D icon is selectable by a user to carry out a corresponding function. The icon is continuously rotated and having a shadow. A graphical user interface also displays a first menu image on a display for an operating system on a computer. (See Abstract).

The graphical user interface disclosed by Nakano may include a Game Arcade Window 161. This Window 161 is illustrated in Fig. 12 of the Nakano patent. According to Nakano, the Window 161 includes a Run Application Button 173 and an Add Application button 174. Therefore, programs listed in the Window 161 must be added manual by a user interacting with the Nakano graphical user interface. (Column 10, lines 51-65). Accordingly, Nakano also does not disclose or suggest a user interface in which each associated menu includes at least one menu item having an associated media that corresponds a media type associated with a corresponding one of the associated menus, the menu items listed in the associated menus automatically based on a media type associated with a given associated menu. (See claim 1).

In accordance with the above, both Smith and Nakano, whether taken alone or in combination together, fail to disclose or suggest the subject matter of amended claim 1.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 1 is allowable over Smith and Nakano. Given that claims 2-8 and 10-12 depend from claim 1, Applicant respectfully submits that those claims are likewise allowable over Smith and Nakano for at least the reasons discussed above.

As amended, **Claim 13** of the present application recites:

> A game console, comprising:
> an integrated hard disk memory that stores instructions required for running games on the game console;
> a processor coupled to the hard disk memory; and
> a console application stored in the hard disk memory and executed on the processor, wherein the console application presents a user interface to facilitate access to multiple different media types associated with a plurality of different sources and to facilitate access to game console settings, and to identify contents of the hard disk drive, wherein the user interface includes:
> a main menu that identifies different media types;
> a games collection menu selectable from the main menu to identify one or more game titles that are currently available to play;
> a music collection menu selectable from the main menu to identify one or more music titles that are currently available to play; and
> a movie collection menu selectable from the main menu to identify one or more movie titles that are currently available to play,
> *wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus*. (Emphasis added.)

As discussed above with respect to claim 1, although Smith mentions options displayed to a user, the Smith reference does not disclose any further details regarding the user interface. For example, Smith does not disclose a user interface that includes a main menu, a games collection menu, a music collection menu and a movie collection menu, wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 13.

The gaming system described in the present application is capable of retrieving multiple types of content from multiple sources. Thus, the mere fact that a game disc is installed in the gaming system does not necessarily indicate that the user wants to play the game. Instead, the user may want to watch a movie, listen to music, play an online game, play a game stored on the hard disk drive in the gaming system, or play a game stored on a portable memory unit installed in a game controller. Thus, a more sophisticated user interface is necessary to allow a user to select a desired media type and a desired media source. The type of user interface described in the present application was not necessary in earlier video games that did not support multiple media types and multiple media sources.

Since the Smith reference does not disclose the use of multiple media types and multiple media sources, there is no reason for Smith to discuss a user interface that supports multiple media types and multiple media sources. Accordingly, Applicant submits that Smith fails to disclose the elements of claim 13.

The Office has relied upon **Nakano** to remedy the deficiencies of the Smith reference. Applicant respectfully submits that Nakano does not remedy the deficiencies of the Smith patent.

Nakano discloses a graphical user interface that displays a three-dimensional icon with a background image. The 3D icon is selectable by a user to carry out a corresponding function. The icon is continuously rotated and having a shadow. A graphical user interface also displays a first menu image on a display for an operating system on a computer. (See Abstract).

The graphical user interface disclosed by Nakano may include a Game Arcade Window 161. This Window 161 is illustrated in Fig. 12 of the Nakano

patent. According to Nakano, the Window 161 includes a Run Application Button 173 and an Add Application button 174. Therefore, programs listed in the Window 161 must be added manual by a user interacting with the Nakano graphical user interface. (Column 10, lines 51-65). Accordingly, Nakano also does not disclose or suggest a user interface that includes a main menu, a games collection menu, a music collection menu and a movie collection menu, wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 13.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 13 is allowable over Smith and Nakano. Given that claims 18-21 depend from claim 13, Applicant respectfully submits that those claims are likewise allowable over Smith and Nakano for at least the reasons discussed above.

As amended, **Claim 55** of the present application recites:

> A method comprising:
>
> presenting a main menu for a game console that identifies different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;
>
> upon selection of the game media type, navigating to a games collection menu that identifies a plurality of game titles that are currently available to play, wherein the plurality of game titles are associated with multiple different game sources;
>
> upon selection of the music media type, navigating to a music collection menu that identifies a plurality of music titles that are currently available to play, wherein the plurality of music titles are associated with multiple different music sources; and
>
> upon selection of the movie media type, navigating to a movie collection menu that identifies a plurality of movie titles that are currently available to play, wherein the plurality of movie titles are associated with multiple different movie sources,

wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus. (Emphasis added.)

As discussed above, although Smith mentions options displayed to a user, the Smith reference does not disclose any further details regarding the user interface. For example, Smith does not disclose a user interface wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 55.

The gaming system described in the present application is capable of retrieving multiple types of content from multiple sources. Thus, the mere fact that a game disc is installed in the gaming system does not necessarily indicate that the user wants to play the game. Instead, the user may want to watch a movie, listen to music, play an online game, play a game stored on the hard disk drive in the gaming system, or play a game stored on a portable memory unit installed in a game controller. Thus, a more sophisticated user interface is necessary to allow a user to select a desired media type and a desired media source. The type of user interface described in the present application was not necessary in earlier video games that did not support multiple media types and multiple media sources.

Since the Smith reference does not disclose the use of multiple media types and multiple media sources, there is no reason for Smith to discuss a user interface that supports multiple media types and multiple media sources. Accordingly, Applicant submits that Smith fails to disclose the elements of claim 55.

The Office has relied upon **Nakano** to remedy the deficiencies of the Smith reference. Applicant respectfully submits that Nakano does not remedy the deficiencies of the Smith patent.

Nakano discloses a graphical user interface that displays a three-dimensional icon with a background image. The 3D icon is selectable by a user to carry out a corresponding function. The icon is continuously rotated and having a shadow. A graphical user interface also displays a first menu image on a display for an operating system on a computer. (See Abstract).

The graphical user interface disclosed by Nakano may include a Game Arcade Window 161. This Window 161 is illustrated in Fig. 12 of the Nakano patent. According to Nakano, the Window 161 includes a Run Application Button 173 and an Add Application button 174. Therefore, programs listed in the Window 161 must be added manual by a user interacting with the Nakano graphical user interface. (Column 10, lines 51-65). Accordingly, Nakano also does not disclose or suggest a user interface wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus recited in claim 55.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 55 is allowable over Smith and Nakano. Given that claims 56-61 depend from claim 55, Applicant respectfully submits that those claims are likewise allowable over Smith and Nakano for at least the reasons discussed above.

As amended, **Claim 70** of the present application recites:

> A user interface for a game console, comprising:
>
> a main menu configured to identify different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;
>
> a games collection menu accessible from the main menu to identify one or more game titles associated with a plurality of different game sources, wherein the identified game titles are currently available to play on the game console;

> a music collection menu accessible from the main menu to identify one or more music titles associated with a plurality of different music sources, wherein the identified music titles are currently available to play on the game console; and
>
> a movie collection menu accessible from the main menu to identify one or more movie titles associated with a plurality of different movie sources, wherein the identified movie titles are currently available to play on the game console,
>
> *wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus*. (Emphasis added.)

As discussed above, although Smith mentions options displayed to a user, the Smith reference does not disclose any further details regarding the user interface. For example, Smith does not disclose a user interface wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 70.

The gaming system described in the present application is capable of retrieving multiple types of content from multiple sources. Thus, the mere fact that a game disc is installed in the gaming system does not necessarily indicate that the user wants to play the game. Instead, the user may want to watch a movie, listen to music, play an online game, play a game stored on the hard disk drive in the gaming system, or play a game stored on a portable memory unit installed in a game controller. Thus, a more sophisticated user interface is necessary to allow a user to select a desired media type and a desired media source. The type of user interface described in the present application was not necessary in earlier video games that did not support multiple media types and multiple media sources.

Since the Smith reference does not disclose the use of multiple media types and multiple media sources, there is no reason for Smith to discuss a user interface

that supports multiple media types and multiple media sources. Accordingly, Applicant submits that Smith fails to disclose the elements of claim 70.

The Office has relied upon **Nakano** to remedy the deficiencies of the Smith reference. Applicant respectfully submits that Nakano does not remedy the deficiencies of the Smith patent.

Nakano discloses a graphical user interface that displays a three-dimensional icon with a background image. The 3D icon is selectable by a user to carry out a corresponding function. The icon is continuously rotated and having a shadow. A graphical user interface also displays a first menu image on a display for an operating system on a computer. (See Abstract).

The graphical user interface disclosed by Nakano may include a Game Arcade Window 161. This Window 161 is illustrated in Fig. 12 of the Nakano patent. According to Nakano, the Window 161 includes a Run Application Button 173 and an Add Application button 174. Therefore, programs listed in the Window 161 must be added manual by a user interacting with the Nakano graphical user interface. (Column 10, lines 51-65). Accordingly, Nakano also does not disclose or suggest a user interface wherein the titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus recited in claim 70.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 70 is allowable over Smith and Nakano. Given that claims 71-83 depend from claim 70, Applicant respectfully submits that those claims are likewise allowable over Smith and Nakano for at least the reasons discussed above.

As amended, **Claim 29** of the present application recites:

A gaming system, comprising:

a portable memory drive configured to communicate with a portable memory device that stores a first media type, the first media type being one of game media, music media, or movie media;

a game controller;

a memory unit coupled to the game controller and configured to store a second media type, the second media type being one of game media, music media, or movie media;

a processor coupled to the portable memory drive and the memory unit; and

a user interface to facilitate user selection of the first and second media types, the user interface comprises a graphical user interface including:

a main menu that identifies the game media type, the music media type, and the movie media type;

a games collection menu selectable from the main menu to identify one or more game titles of the game media type that are currently available to play;

a music collection menu selectable from the main menu to identify one or more music titles of the music media type that are currently available to play; and

a movie collection menu selectable from the main menu to identify one or more movie titles of the movie media type that are currently available to play,

wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus.

As discussed above, although Smith mentions options displayed to a user, the Smith reference does not disclose any further details regarding the user interface. For example, Smith does not disclose a user interface wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 29.

The gaming system described in the present application is capable of retrieving multiple types of content from multiple sources. Thus, the mere fact that a game disc is installed in the gaming system does not necessarily indicate that the user wants to play the game. Instead, the user may want to watch a movie,

listen to music, play an online game, play a game stored on the hard disk drive in the gaming system, or play a game stored on a portable memory unit installed in a game controller. Thus, a more sophisticated user interface is necessary to allow a user to select a desired media type and a desired media source. The type of user interface described in the present application was not necessary in earlier video games that did not support multiple media types and multiple media sources.

Since the Smith reference does not disclose the use of multiple media types and multiple media sources, there is no reason for Smith to discuss a user interface that supports multiple media types and multiple media sources. Accordingly, Applicant submits that Smith fails to disclose the elements of claim 70.

The Office has relied upon **Nakano** to remedy the deficiencies of the Smith reference. Applicant respectfully submits that Nakano does not remedy the deficiencies of the Smith patent.

Nakano discloses a graphical user interface that displays a three-dimensional icon with a background image. The 3D icon is selectable by a user to carry out a corresponding function. The icon is continuously rotated and having a shadow. A graphical user interface also displays a first menu image on a display for an operating system on a computer. (See Abstract).

The graphical user interface disclosed by Nakano may include a Game Arcade Window 161. This Window 161 is illustrated in Fig. 12 of the Nakano patent. According to Nakano, the Window 161 includes a Run Application Button 173 and an Add Application button 174. Therefore, programs listed in the Window 161 must be added manual by a user interacting with the Nakano graphical user interface. (Column 10, lines 51-65). Accordingly, Nakano also

does not disclose or suggest a user interface wherein the one or more titles listed in the collection menus are automatically listed therein based on a media type associated with each of the collection menus as recited in claim 29.

The additional reference, **Sega**, relied upon by the Office also does not remedy the deficiencies of the Smith and Nakano patents. In particular, the Sega does not discuss or suggest particular related to user interfaces.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 29 is allowable over Smith, Nakano and Sega. Given that claim 30 depends from claim 29, Applicant respectfully submits that this claim is likewise allowable over Smith, Nakano and Sega for at least the reasons discussed above.

The detailed discussion above shows that Smith, Nakano and Sega, whether taken alone or in combination together, fail to disclose or suggest the claims rejected under 35 U.S.C. § 103(a). Accordingly, reconsideration and withdrawal of the 35 U.S.C. § 103(a) rejections are respectfully requested.

Conclusion

In accordance with the foregoing remarks, Applicant believes that the pending claims are allowable and the application is in condition for allowance. Therefore, a Notice of Allowance is respectfully requested. Should the Examiner have any further issues regarding this application, the Examiner is requested to contact the undersigned attorney for the Applicant at the telephone number provided below.

Respectfully Submitted,

Dated: Sept. 14, 2007

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